

```
1 #include <stdio.h>
 2 #include<math.h>
 3 void main ()
 4 - {
          float area, volume, h, rad;
          int choice, y=0,a;
          while(y==0)
          printf("1 for area and volume of cylinder\n");
          printf("2 for area and volume of cone\n");
          printf("3 for area and volume of sphere\n");
11
          printf("Input your choice : ");
12
          scanf("%d",&choice);
13
          switch(choice)
15 -
          {
               case 1:
17
                     printf("Enter radius and height : ");
                      scanf("%f",&rad);
19
                     scanf("%f",&h);
                      area=2*3.14*rad*(rad+h);
21
                     volume=3.14*rad*rad*h;
                     break;
22
23
                case 2:
                     printf("Enter radius and height : ");
                     scanf("%f",&rad);
25
                     scanf("%f",&h);
                      volume=(3.14*rad*rad*h)/3;
                      area=(22 / 7) * rad * (rad + sqrt(rad * rad + h * h
                      break;
                case 3:
                     printf("Enter radius and height : ");
32
                      scanf("%f",&rad);
                      scanf("%f",&h);
                      volume=(4*3.14*rad*rad*rad)/3;
36
                      area=4*3.14*rad*rad;
                     break;
                default:
                     printf("option not available\n");
41
                    break;
42
          }
43
              printf("The area is : %f\n",area);
44
              printf("The volume is : %f\n",volume);
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